



**IMPROVING STUDENTS' SPEAKING ABILITY OF DESCRIPTIVE TEXT
THROUGH WHOLESOME SCATTERING GAME
(A Classroom Action Research at The Tenth Grade of SMAN 1
Karanganyar Demak In The Academic Year 2014/2015)**

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TEACHER TRAINING AND EDUCATION FACULTY
MURIA KUDUS UNIVERSITY
2014**



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SKRIPSI

Presented to Muria Kudus University
in Partial Fulfillment of the Requirements for Completing the Sarjana Program
in English Education Department

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MOTTO AND DEDICATION

MOTTO:

- Make a great job with *Bismillahirrohmanirrohiim*
- Still Dreaming, Always Doing and Keep Working.
- The best preparation for good work tomorrow is to do good work today
(Elbert Hubbard)

DEDICATION

This skripsi is dedicated to:


- The writer's beloved parents,
Mr.Rony Sugiyono and Mrs.Sriwati
- The writer's young brother Taufiq
Dwi Kurniawan who always give
support to her.
- Her husband Afief Abdillah,
thankyou for being my everything
- Her close friends Naini, thanks for
your friendship, help, and motivation.

ADVISORS' APPROVAL

This is to certify that the skripsi of **Oktia Kurniawati**(201032096) has been approved by the skripsi advisors for further approval by the examining committee.

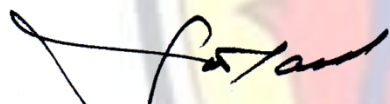
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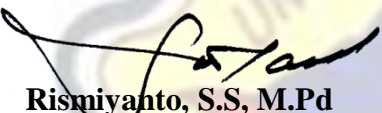
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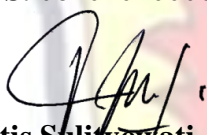
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On this occasion, the writer would like to express the sincere gratitude and apperception for the valuable assistance given by many people in completing this skripsi. They are:

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Kudus, 2014

Oktia Kurniawati
2010-32-096

ABSTRACT

Kurniawati, Oktia. 2014. *Improving Students' Speaking Ability of Descriptive Text Through Wholesome Scattering Game (A Classroom Action Research at the Tenth Grade of SMAN 1 Karanganyar Demak in the academic year 2014/2015)*. Skripsi. English Education Department, Teacher Training and Education Faculty, Muria Kudus University. Advisor: (i) Drs. Muh. Syaifei, M.Pd. (ii) Rismiyanto, SS, M.Pd.

Keywords: Speaking Ability, Wholesome Scattering Game

Speaking skill is a skill or competence to expose ideas or opinion orally which been understood. The writer found the problem of the students when the writer did observation in the speaking class in the Tenth grade of SMAN 1 Karanganyar Demak. The students felt difficult to speak English in good communicative efficiency that are pronunciation, grammar, vocabulary, fluency and content. Wholesome Scattering Game is one of ways that can be used to overcome the problem. It can improve the students' speaking ability and motivate the students to learn, because by using Wholesome Scattering Game, the students get hapinnes and help the students to develop or share their ideas easily. Therefore, I use Wholesome Scattering Game in teaching speaking.

The objective of this research is to find out whether Wholesome scattering Game can improve the students' speaking ability of descriptive text in the Tenth grade students of SMAN 1 Karanganyar Demak in the academic year 2014/2015. In teaching speaking, the writer use wholesome scattering game as the media. Wholesome Scattering Game is games which students predict the content of text and duplicate sentences by using single word that have been given by the teacher and develop it to be a good paragraph orally. This strategy can help the students improve their speaking ability. They have to practice this strategy in front of the class.

This research was conducted in SMAN 1 Karanganyar Demak. The writer used a classroom action research with 30 students of X MS 2 as subject. This research consist of 2 cycles and each cycle consists of planning, action, observation, and reflection. The instruments in this research are oral test and observation. Oral test were done to know the improvement of the students' speaking ability. Obseravtion were doen to know students' and teacher' activities.

The result of this research shows that in cycle I, the average score of the students' speaking ability of descriptive text in achievement test I was 70.53 and it was categorized as fair. In cycle II, the average score of the students' speaking ability of descriptive text in achievement test II was 78.33 and it was categeorized as good. Besides, the students' response was better in every cycle. The result of the students' achievement test from cycle I to cycle II increase 7.80. So, the writer conclude that wholesome scattering game can improve the students' speaking ability of descriptive text.

ABSTRAK

Kurniawati, Oktia. 2014. *Improving Students' Speaking Ability of Descriptive Text Through Wholesome Scattering Game (A Classroom Action Research at the Tenth Grade of SMAN 1 Karanganyar Demak in the academic year 2014/2015)*. Skripsi. Pendidikan Bahasa Inggris, Fakultas Ilmu Keguruan dan Ilmu Pendidikan. Universitas Muria Kudus. Pembimbing: (i) Drs. Muh. Syafei, M.Pd. (ii) Rismiyanto, SS, M.Pd.

Kata Kunci: Kemampuan Berbicara, Wholesome Scattering Game

Kemampuan berbicara adalah sebuah kemampuan atau kompetensi untuk mengungkapkan ide secara lisan yang dapat dipahami. Penulis menemukan masalah siswa ketika penulis melakukan observasi di kelas X di SMAN 1 Karanganyar Demak. Siswa merasa sulit berbicara dalam bahasa Inggris yang benar yaitu dalam aspek pengucapan, grammar, kosakata, kelancaran dan isi. Wholesome Scattering Game adalah salah satu game yang bisa digunakan untuk mengatasi masalah ini. Hal ini bisa meningkatkan kemampuan berbicara siswa dan memotivasi mereka untuk belajar, karena dengan menggunakan Wholesome Scattering Game, siswa merasa senang dan membantu mereka dalam mengeluarkan ide-ide dengan mudah. Maka dari itu, saya menggunakan Wholesome Scattering Game dalam pengajaran berbicara Bahasa Inggris.

Tujuan dari penelitian ini adalah untuk mengetahui apakah Wholesome scattering Game dapat membantu meningkatkan kemampuan pengucapan bahasa Inggris dalam teks Deskriptif di kelas X SMAN 1 Karanganyar Demak pada tahun ajaran 2014/2015. Dalam mengajar (berbicara), penulis menggunakan wholesome scattering game sebagai media. Wholesome Scattering Game adalah sebuah permainan dimana siswa meramalkan atau membayangkan isi sebuah teks dan menyalin kalimat dari beberapa kata kunci yang diberikan oleh guru dan menyusunnya menjadi suatu paragraf deskriptif secara lisan. Strategi ini dapat membantu siswa dalam meningkatkan kemampuan berbicara mereka. Mereka harus mempraktekan strategi ini di depan kelas.

Penelitian ini dilakukan di SMAN 1 Karanganyar Demak. Penulis menggunakan PTK (Penelitian Tindakan Kelas) dengan 30 siswa dan kelas X MS 2 sebagai subjek. Penelitian ini terdiri dari 2 siklus dan tiap siklus terdiri dari perencanaan, tindakan, observasi, analisa dan refleksi. Instrumen dalam penelitian ini menggunakan test berbicara dan observasi. Tes berbicara digunakan untuk mengetahui peningkatan kemampuan berbicara siswa. Observasi juga digunakan untuk mengetahui aktivitas guru dan siswa.

Hasil dari penelitian ini menunjukkan bahwa di siklus I, nilai rata-rata siswa adalah 70.53. dan dikategorikan Sedang. Pada siklus II, nilai rata-rata siswa adalah 78.33 dan dikategorikan Baik. Selain itu, respon siswa juga meningkat di setiap siklusnya. Hasil dari test siswa meningkat 7.80 dari siklus I ke siklus II. Jadi, penulis menyimpulkan bahwa wholesome scattering game dapat meningkatkan kemampuan berbicara dalam teks deskriptif.

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